

Excalibur Electronics, Inc.
13755 SW 119th Avenue,
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516

Play games live at:
www.ExcaliburElectronics.com

EXCALIBUR



will be on the left side and Player 2 on the right side. The time elapsed will display onscreen throughout the game. Both players are in rank 1 position at the beginning of the game. Otherwise the game rules are the same as for Game One.

RESETTING THE UNIT

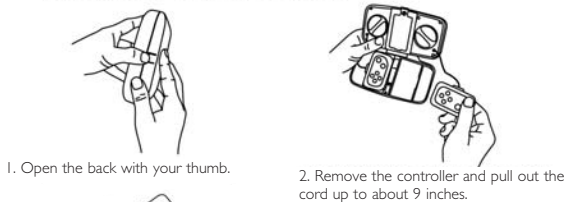
When the unit malfunctions

unexpectedly in any way, press the RESET key once to restart the unit.

AUTOMATIC POWER OFF

If no key is pressed for three minutes, the unit will automatically turn off in order to spare your batteries. Press any key to return to your last game.

TO TAKE OUT THE CON-



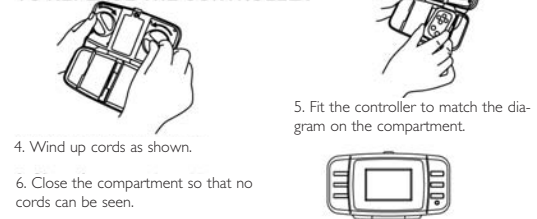
1. Open the back with your thumb.

2. Remove the controller and pull out the cord up to about 9 inches.



3. Prop up the unit with the metal stand.

TO REPLACE THE CONTROLLER



4. Wind up cords as shown.

5. Fit the controller to match the diagram on the compartment.

6. Close the compartment so that no cords can be seen.

SPECIAL CARE & HANDLING

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

BATTERY INFORMATION

- CAUTION: BATTERIES SHOULD BE REMOVED AND REPLACED BY ADULTS ONLY.
- Your Grand Prix Racing uses 2 AA batteries, not included.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge standard or alkaline batteries.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Remove batteries and store them in a cool, dry place when not in use.
- Always remove old and dead batteries from the product.
- Do not short-circuit supply terminals.

LIMITED 90-DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

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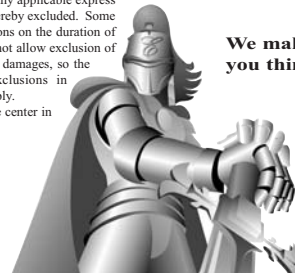
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The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

**We make
you think.**



Excalibur Electronics **ABC WIDE WORLD** **OF SPORTS** **GRAND PRIX** **RACING**



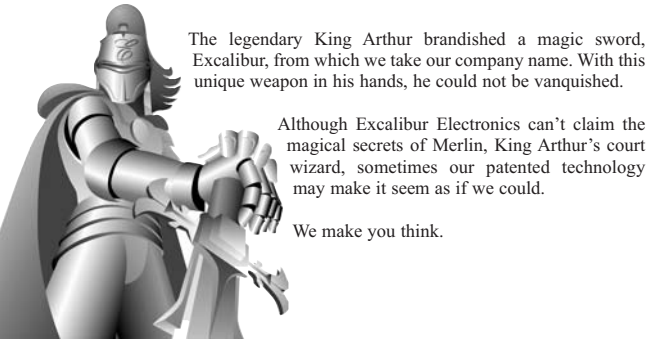
OPERATING MANUAL

www.ExcaliburElectronics.com

Model No. 335

Congratulations on your purchase of Excalibur Electronics' ABC Wide World of Sports GRAND PRIX RACING handheld game! Take the driver's seat as you control your driver's every move. You'll down-shift into a turn, accelerate in the straightaway and brake to avoid a collision as you compete against the computer or a friend! Plus you choose between four different courses, between automatic and manual transmission and from three different games

Your new ABC Wide World of Sports Grand Prix Racing game is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.



The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

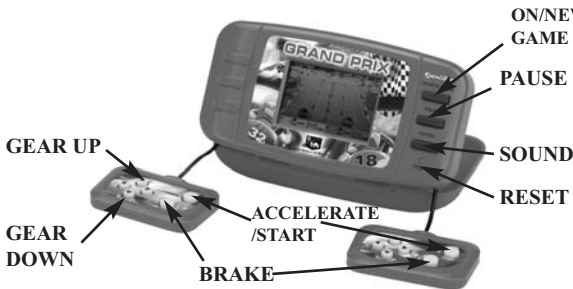
We make you think.

INSTALLING BATTERIES

Your Grand Prix Racing handheld game requires two AA batteries, not included. To install the batteries, carefully turn the game over so that the unit is face-down on a soft surface. Find the battery compartment on the back of the unit. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity (+ and -). Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten.

Please Note: For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted enjoyment of the product. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

LAYOUT OF ABC WIDE WORLD OF SPORTS



FUNCTIONS OF BUTTONS

ON - Press to turn on the unit.

NEW GAME: - Press and hold for one second to start a new game during game play.

START - Press to confirm or start the game.

JOYSTICK - Move the joystick left or right to select between games, your car's color, automatic or manual transmission or to turn your car left or right. Move the joystick up or down to shift gears.

ACCELERATE - Press to accelerate your car.

BRAKE - Press to slow down or stop the car.

SOUND - Press to turn sound on or off.

PAUSE - Press to interrupt the game temporarily.

RESET - Press to reset the game.

GETTING STARTED

After installing fresh batteries, turn Grand Prix Racing on by simply pressing ON. You'll see that the game is now in DEMO mode. (You can press START to stop the demo mode, or wait 30 seconds until it stops on its own.)

Next move the joystick to the left or right to select Game One, Two or Three. In Game One, RACE AGAINST TIME, it is you against the computer. GAME Two, CHAMPIONSHIP, also matches you against the computer, and GAME Three, TWO-PLAYERS GRAND PRIX, lets you play against a human opponent.

Press the START button again to confirm your choice of games.

GAMES ONE AND TWO:

After confirming your game choice by pressing START, move the joystick to the left or right in order to select the color or your car. (Black and White car icons will appear on your screen.) Press START to confirm your car color choice. Next "AT" (automatic transmission) or "MT" (manual transmission) will flash on the display. Move the joystick left or right to make your transmission selection, and press START to confirm your choice. WHEN the word "GO!" appears on the screen, press ACCELERATE to accelerate your car.

GAME THREE: If you selected Game Three, a 2-player icon appears on screen. Press START to confirm your choice of game. Then you'll see P1 (left player) and P2

(right player) displayed on the upper left and upper right hand sides of the screen, respectively. Each of the two players moves his own joystick on his Controller (see below) to select either automatic transmission (AT) or manual transmission (MT) as indicated on the screen, and each presses START to confirm the selection.

The left player is able to select between four different courses. That player moves the joystick left and right, and the course icon will flash on the screen. When the course is selected, the START button is pressed to confirm the choice.

When the word "GO!" appears on screen, each player presses ACCELERATE in order to accelerate their cars.

PLAYING GAME ONE

The object: The object of the game is to finish a three-lap race in each round within five minutes. You must take first, second or third place in each round in order to advance to the next round automatically. There are four rounds in this game and each round has different routes. You will win the game if you get through the four rounds and compete with eight computer opponents.

During play: You are always in the ninth rank position at the beginning of the game. Your rank will appear at the upper right corner of the screen and change during the race. Also, Lap 1, 2 or 3 will appear on screen to indicate which stage you are in.

Time : The time elapsed will be shown on your screen. If the

time format changes to ---, this indicates that you need to turn your car to the right or left.

Car position: Your car's current position will be shown by the flashing portion of the course icon.

Deceleration: If you'd like to slow your car down, press the BRAKE button or move the joystick to the gear down position (see below) or release the ACCELERATE button.

Refueling: The fuel icon will diminish gradually during the race and flash if your car is running out of fuel. You have to refuel when the fuel icon flashes. To do this, move the joystick left or right to move your car there and fill up the gas tank. When your car flashes, the tank is full and you can move your car back to the course.

Car repairs: If your car bumps

the other cars or the roadside five times, the repair icon will appear on the screen. Move your car there to make repairs. (70 m.p.h. is the maximum speed your car can go until you make repairs.)

Gears: If you are using manual transmission (MT) you can shift your gear up to number 5.

The speed of each gear is as followed:

Gear	1: 0 - 64 mph
	2: 65 - 130 mph
	3: 130 - 200 mph
	4: 200 - 270 mph
	5: 270 - 349 mph

If you selected AT, the computer will shift gears automatically. If you selected MT, move the joystick up or down to shift gears up or down. A gear indicator 1, 2, 3, 4 or 5 will flash onscreen to

prompt you to shift the gear. Game end: The game is over if you are unable to finish the three-lap race within the time allowed, if you don't place first, second or third in each round, or if your car runs out of fuel.

PLAYING GAME TWO

Similar to Game One described above, the object of the game is to be the first player to reach the FINISH in each Round, or you are unable to go on to the next round. There are four rounds in this game. Other game rules are the same as Game One.

PLAYING GAME THREE

The object of Game Three is to compete against your friend and be the first to reach the finish. There are no other computer racers in this game. The screen is divided into two halves. Player 1